5   BEHAVIORAL ABSTRACTIONS FOR DEBUGGING
         COORDINATION-CENTRIC SOFTWARE DESIGNS

Abstract of the Disclosure

A behavioral abstraction is, in an abstract sense, a generalization of an event

10   cluster. Behavioral abstraction is a technique where a predetermined behavioral

sequence is automatically recognized by the simulator in a concurrent stream of

system events. A behavioral sequence is at its most basic level a partial order of

events. However, the events considered in a behavioral sequence are subject to

configuration-based filtering and clustering. This allows a designer to create a model

15   for a particular behavior and then set up a tool to find instances of the particular

behavior in an execution trace. Behavior models are representations of partially

ordered event sequences and can include events from several components.